

In the Claims:

1. (Previously presented) A method for providing a game redemption system, the method comprising:
 - allowing a game to be played in exchange for a monetary input;
 - awarding either prize credits or one or more merchandize prizes based on an event that is associated with play of the game; and
 - allowing a redemption of the prize credits or the one or more merchandize prizes using either a video selection interface screen or a prize-selection mechanism that is associated with the game redemption system.
2. (New) A method for providing a game redemption system, the method comprising:
 - allowing a game from a plurality of games to be played in exchange for monetary input;
 - based upon play of said game, awarding at least one form of prize selected from a group comprising:
 - prize credits;
 - merchandize prizes;
 - allowing redemption of said prize credits and merchandise prize by displaying information from websites corresponding to a plurality of centralized servers that coordinate and regulate prize distribution.
3. (New) The method as recited in Claim 2, wherein displaying information from websites occurs on a display associated with a game unit where said prize credits are won.

4. (New) The method as recited in Claim 2, wherein displaying information from websites occurs on a display that is different from a game unit where said prize credits are won.
5. (New) The method as recited in Claim 2, wherein said information from websites include one or more web pages.
6. (New) The method as recited in Claim 5, wherein said at least one of a plurality of web pages is associated with using one or more technologies that are selected from a technology group comprising:
HTML technology; and
standard format web page technology.
8. (New) The method as recited in Claim 6, wherein said standard format web page technology includes Java technology, C++ technology, Microsoft.net technology, Macromedia Flash, or Visual Basic technology.
9. (New) The method as recited in Claim 2, further comprising providing prizes by performing one or more acts selected from a group comprising:
delivering said prizes by use of a commercial delivery service to a location
selected by said one or more winning players;
delivering said prizes from a first game unit where prize credits are
redeemed;
delivering said prizes from a second game unit that is different from said
first game unit at which said game was played;
delivering said prizes from a prize redemption kiosk;

allowing an accumulation of prize credits to an electronic player account associated with said one or more winning players; and delivering a prize credit voucher.

10. (New) The method as recited in Claim 2, further comprising receiving address information of any player of said game or user of said game redemption system.
11. (New) The method as recited in Claim 10, wherein receiving address information of any player of said game includes manually entering said address information into said game redemption system.
12. (New) The method as recited in Claim 10, wherein receiving address information of any player of said plurality of games includes automatically extracting said address information when said player provides a player tracking card or similar electronic identification card, wherein said player tracking card contains specific information for identifying said player.
13. (New) The method as recited in Claim 10, wherein receiving address information of any player of said plurality of games includes automatically extracting said address information when said player provides monetary input into said game redemption system through use of a credit or debit card or similar electronic identification.
14. (New) The method as recited in Claim 2, wherein redemption of merchandise prizes includes redemption of local prizes dispensed from a machine where said game was played.

15. (New) The method as recited in Claim 2, wherein redemption of said merchandise prizes includes dispensing a bar coded coupon for redemption of said merchandise prizes at any participating prize redemption facility.
16. (New) The method as recited in Claim 15, wherein said any participating prize redemption facility includes retail locations.
17. (New) The method as recited in Claim 2, wherein redemption of said merchandise prizes includes dispensing a prize ticket for redemption of said merchandise prizes at any machine adapted for receiving said prize ticket.
18. (New) The method as recited in Claim 2, wherein redemption of prize credits includes dispensing local prizes from a machine where said prize credits are earned.
19. (New) The method as recited in Claim 2, wherein redemption of prizes credits includes using any one machine selected from a group comprising:
any game unit that is adapted for redeeming prize credits:
 - by accepting a prize credit voucher;
 - by accepting a media containing electronic data indicating said prize credits;
 - by allowing redemption of prize credits stored in an electronic account associated with said player; anda prize-redemption facility that is adapted for redeeming prize credits:

by accepting said prize credit voucher;

by accepting bar-coded coupons;

by accepting said media containing electronic data indicating said prize credits; and

by allowing redemption of prize credits stored in said electronic account associated with said player.

20. (New) The method as recited in Claim 19, wherein said prize-redemption facility is an automated kiosk.
21. (New) The method as recited in Claim 19, wherein said prize-redemption facility is a retail location.
22. (New) The method as recited in Claim 19, wherein said prize-redemption facility is a manual kiosk operated by an attendant associated with said game redemption system.
23. (New) The method as recited in Claim 2, wherein said game is predominantly based on chance.
24. (New) The method as recited in Claim 2, wherein said game is entirely based on chance.
25. (New) The method as recited in Claim 2, wherein said game is predominantly based on skill.
26. (New) The method as recited in Claim 2, wherein said game is entirely based on skill.

27. (New) The method as recited in Claim 2, further comprising allowing an accumulation of said prize credits from at least one or more games.
28. (New) The method of Claim 2, wherein said game redemption system is customizable by an operator.
29. (New) The method of Claim 28, wherein said customization includes one or more acts from a group comprising:
- selecting said plurality of prizes that are to be available in said game redemption system to players of said plurality of games;
 - customizing description and images of a plurality of prizes that are to be available;
 - customizing a payout input, said payout input indicating a desired amount of payout that said operator wishes to provide back to players of said plurality of games in terms of a monetary value of said plurality of prizes; and
 - customizing a prize cost for each of said plurality of prizes in terms of said prize credits winnable by playing said plurality of games, wherein said prize cost is determined in accordance with said desired amount of payout; and
 - customizing a prize selection screen associated with redemption of said prize credits and merchandise prizes, wherein said prize selection screen is adapted for portraying said plurality of prizes and a corresponding prize cost associated with each of said plurality of prizes.


30. (New) The method of Claim 2, further comprises providing an onscreen or printed coupon order-status information of a redeemed prize to a person who has requested said order-status information.

CONCLUSION

If in the opinion of the Examiner, a telephone conference would expedite the prosecution of the subject application, the Examiner is encouraged to call the undersigned at (650) 838-4311.

Respectfully submitted,

Date: March 8, 2004



Carina M. Tan
Registration No. 45,769

Correspondence Address:

Customer No. 22918
PERKINS COIE LLP
P.O. Box 2168
Menlo Park, CA 94026-2168
(650) 838-4300